

DC-TIPS

DREAMCAST SOLUTIONS

ISSUE ONE ON SALE 29TH OF FEBRUARY

SOUL REAPER

Puzzles solved, bosses
beaten, **Kain caned**

POWER STONE

Advanced strategies for multi- and single-player
victory, plus all the secrets revealed

FOOTY SPECIAL

Virtua Striker 2 v2000.1, UEFA Striker
and Sega Worldwide Soccer

100%
Unofficial

FROM THE MAKERS OF
DC-UK
DREAMCAST MAGAZINE

ALSO IN ISSUE 01, ON SALE 29TH OF FEBRUARY 2000: CRAZY TAXI, SOUL CALIBUR, SHADOWMAN, SONIC ADVENTURE + MORE



HELLO

Good day to you, kind reader. Allow us to introduce ourselves. We are, as you've no doubt gathered, **DC-TIPS**, a new monthly one-stop shop for all your gaming problems, and you are reading a 24-page sampler of said publication. By the time we've finished with you you'll be unbeatable at *Power Stone* (and in possession of all its secrets), the master of the Dreamcast football game of your choice and a fair way towards avenging the loss of your wings in *Legacy Of Kain: Soul Reaver*.

From now on, whenever your Dreamcast becomes a problem...

WE ARE HERE TO HELP

IN THIS SAMPLER

Football Masterclass page 2

Sega Worldwide Soccer 2000, *Virtua Striker 2 v2000.1* and *Uefa Striker* soundly thrashed

Soul Reaver page 10

We take you by the undead hand through the first half of the massive *Legacy Of Kain: Soul Reaver*

Power Stone page 18

There's more to this action-packed beat 'em up than you might realise

Image: Tony Stone



How do you do master three very different footy games? By reading this guide.

RANKING

7th	TEAM	PTS	GOALS	GOALS PER MATCH
6th	ARG	5	5	1.25
7th	NED	5	5	1.25
8th	ESP	4	3	0.75

FOOTBALL SPECIAL

Tom East was playing football games before he could talk. He's the current (and perennial) Future Publishing office champion...

Tom East shows you some techniques used by the masters...

Ever heard anyone say: 'Footy games. They're all the same. Just 11 men booting leather around a pitch all afternoon...?' Well, if anyone says it to you again, just show them this collection of Dreamcast games. Okay, if you play these games, you'll still see 11 men booting a football around a pitch, but *Virtua Striker v2000.1*, *SEGA Worldwide Soccer*, and *UEFA Striker* are all unique games.

You'll need to use your entire range of footy skills to master all three. Master the close control system of *UEFA Striker* and you'll be unbeatable. But try this in *Virtua Striker v2000.1* and you'll lose 5-0 against the minnows. Likewise, if you shoot on sight in *Sega Worldwide Soccer*, the ball will fly towards the bottom corner, yet if you attempt a first-time shot in *Virtua Striker*, the ball will trickle sweetly into the keeper's arms.

So how do you do master three different footy games? By reading this guide of course. Each one tells you exactly how to pass, defend and score with style. It sounds tricky, but soon you'll be banging in goals like Batistuta, tackling like Stam and passing like Beckham...

■ YOUR GUIDE TO THE GUIDE

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ISSUE 01 ON SALE
29/02/00

VIRTUA STRIKER v2000.1

PASSING

General

Virtua Striker V2000.1 is ridiculously simple. You can't break through defences with tricky through-balls, one-tuos or little chips. There are only two ways to pass – the long ball or the short pass. And neither work too well.

Short passing



The camera angle makes it hard to see whether there are any defenders in front of you. So, try and keep an eye on the radar. This way, you will know if your pass is going to be intercepted or not. However, keeping one eye on the radar and another on the action is really tricky, so it can be wise to pass the ball around quickly. If you don't, you will surely be tackled.

Outside your area



Pass the ball around the pitch diagonally until you've made it into your opponent's half. If you pass it forward, your striker will pick up the ball on the half-way line, and as all players are the same speed, he won't be able to out-run the last defender. Always be patient, you should wait for the best time to make a move.

The centre circle



As we said above. If your striker has the ball on the half-way line, we don't recommend that you turn and run with it. Instead, hold on

As there is no through-ball, **you won't be able to attack if you ignore the long ball.**

to the ball, pass it back to an open player and start again. Although, it is easy to get the ball back, if you don't keep possession, you'll never score.

When attacking



As much as we despise teams who over-elaborate in front of the goal, we advise you to do just that when you're playing *Virtua Striker*. It's not the most realistic footy game in the world, and so you shouldn't try to play it realistically. If you have plenty of support, pass the ball around a bit until one of your players finds some space in the penalty area. Now pass the ball to him and have a shot. If you have no support, take a shot anyway, but do bear in

mind that it is very difficult to score a goal from 30 yards out or more.

The long ball



As there is no through-ball, you won't be able to counter-attack if you ignore the long ball. If you pass the ball around too much, the other team's defenders will have plenty of time to get back into position and break up your attack. So, thump the ball forward instead. It's a bit hit and miss, but if you get it right, the ball will drop over the last defender's head, leaving your striker free to smack it in the net.



SCORING

General



There is one sweet spot in *Virtua Striker*. But, unlike other footy games, if you don't find it you'll find it pretty tricky to score. But more about that later. First some general shooting rules. Don't do a full-power shot, because the ball will fly high and wide. Instead, hold down Shoot until the power bar is at 50 per cent.

If a defender is about to tackle you, you won't have time to hold Shoot. In situations like this, hold Shoot for a short time, and press Shoot again for extra power. To aim your shots perfectly, press Up or Down after

shooting to strike the ball to either the left or the right of the goalkeeper.

The sweet spot



Pass the ball around until one of your players finds some space on the right or left edge of the penalty area. Run diagonally towards the goal, hold Shoot until the power bar reaches 50 per cent, and let fly. If the keeper saves it, one of your players will follow up, leaving you free to tap the ball into the empty net.

Free kicks

It is easier to score from long-range free kicks, as you can get the ball over the wall easily. Aim for the left post, hold Shoot until the power bar is almost full, and

press Right just before letting go. If you've got the power right, the ball should bend towards the top right corner. Use the same method for free kicks from short range, but use less power.

Crossing



It's hard to score direct from a corner. Instead, take a short corner. Pass the ball back to the nearest player, turn and run for the line. Then, when you're a few paces from the line, send a long ball into the area. The ball should fly into the box, where your unmarked player will be able to head home. This takes skill, because if you cross too early the keeper will gather the ball; and if you cross too late, the ball will swing towards the defenders.

There is one rule for crossing. Always cross when you're parallel with the six-yard box. Hold Shoot immediately, and your player will head, volley, or bicycle-kick the ball into the net.

Penalties



Because it is easy to defend and hard the score, many matches will go to penalties. There is a sure-fire success method when it comes to penalties. Say you're going to shoot to the right of the goalkeeper, don't move your player to the right. Instead, hold Right just before you shoot. If you shoot above 50 per cent full power, the ball should fly in the top corner. Or you could fool the keeper, and move your player to the left, and shoot right.

DEFENDING

Clearing the ball

Remember what Alan Hansen said: 'If in doubt, launch it'. Don't mess around on the edge of the area, because you will lose the ball. If you choose a long pass, the ball will probably go out for a throw (but at least the opposition won't score). If you're really lucky, the ball will reach your striker, and you can head for goal.

Sliding tackles

Unlike *SEGA World Soccer*, the referee is harsh, and he will



penalise any fouls. So, unless you're desperate, never tackle from behind. Sliding tackles work well, because you will stop the attacker. The standing tackle works, but your opponent can recover relatively quickly, and whip the ball from the end of your feet.



So, use the sliding tackle on the edge of the area.

Standing tackles

Although B is listed as the button for tackling, don't always use it. You can tackle players simply by running into them at the right



angle. As long as you don't run into their backs, you won't foul them. The only problem is that in a crowded midfield, you'll lose the ball as soon as you tackle someone. Pass as soon as you've tackled someone to reduce the possibility of this happening.



It's not the most realistic footy game, and so you shouldn't try to play it realistically.

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SEGA

WORLDWIDE SOCCER 2000

PASSING/DRIBBLING

Short passing



The short pass is the key to keeping possession in most footy games, and the same applies here. If you do a short pass you will find a team-mate. But the short pass isn't much use when building attacks, since the player you're passing to will stop running to receive the ball. Now that's not what you were taught was it? You were taught to pass the ball in front so your team-mate may run onto it. So, only use a short pass if you can't pass forward. For example, if your striker receives the ball with his back to goal, pass it back to the midfield, and start working those through-balls.

Through-balls

The through-ball is the best pass. Use it anywhere on the pitch –

When coming out with the ball from your defence, when knocking it down the wings, or when you're on the edge of the penalty area.

See, unlike normal footy games, the through-ball is just a normal pass which will go just in front of your team-mate. It doesn't fly down the wings for your player to run on to. All you have to do is direct the ball towards your nearest team-mate, tap Y, and then receive the ball. Do this diagonally up the pitch, and you'll eventually find yourself in a goalscoring position.

One-twos

Double tap A for a one-two. However, unlike through-balls, one-



twos only work in certain positions. If you try a cheeky one-two near your own goal, you'll lose possession, and the opposition striker will snap up the chance. 1-0. The best place to use the one-

two is in a crowded midfield. Then, when you receive the return ball, quickly tap Y to break forward. One-twos are also useful when you have to beat a defender to move out wide.

If you tap A followed by X, the player you're passing to will chip the return ball through to you. This works well when you're moving towards the area, as the ball will fly over the defender's head, leaving you in loads of space. Then press B or X to score in style with a volley or a header.

If you don't want your player to tap the ball back to the player who passed it, press A then B. Your player will pass the ball forward instead. This can be used anywhere on the pitch, but it's



particularly useful when there is not much space in the middle.

Long ball

Only to be used when clearing

your lines, or if there is a player blocking a through-ball. Fact is, the through-ball is far more accurate than a lofted ball over the top of the defence. But if there is no other way, press and



hold A until the power bar is about half full. Now use X or B to volley or header.

Crossing

If you hold the button for through-ball for too long, you will cross the ball. This is annoying when you're counter attacking. All you have to do, is use the one-twos to get the ball out wide, and then hold Y. The best place to cross is when you're half way between the six-yard box and the edge of the area. If you try to cross from the line, it's a keeper's ball.



The short pass is the key to keeping possession in most footy games...

SCORING

Long shot



It is easy to score in *SEGA Worldwide Soccer 2000*. All you have to do is aim left or right and press B to shoot. The ball will – more often than not – curl neatly into one of the bottom corners. The all-important art of finishing lies in the direction.

If you're in the middle area, don't aim left or right because

the ball will almost certainly sail harmlessly wide.

Use through-balls until you're on one side of the area, and shoot first time into the corner. Another winning method is to aim for the near post. The keeper should save it, but, more often than not, he won't get anywhere near it.

Passing move

It is easy to score when you're one-on-one with the keeper because he won't come far enough out of his goal. You can pass the ball around without some huge keeper sprawling at your feet. If you have a teammate standing in a space in the area, don't shoot. Instead, pass the ball to him and smash it in the net from close range. The keeper can save long shots, but

he won't be able to stop a shot from inside the six-yard box.

Solo efforts

If you have no support, try using some skill, but only on the wing or on the edge of your opponent's penalty area. When there is one defender back, use one of the following skill moves and smash the ball in the net. Hold the right trigger, and a direction to drag the ball past the defender. To do a quick shimmy, run forward and hold the right trigger. For a 360-degree spin, again hold the right trigger and let go of the D-pad. Now shoot!

Free kicks

Again, this is so easy it's unbelievable. All you have to do is move the arrow above the wall so it points towards the top

corner. There will be a defender stood on the line, but he won't be able to stop the ball. Now press Shoot, the ball will sail over the wall and into the top corner.

Corners

For some reason, scoring from a corner is harder than scoring from a free kick. There are two ways of scoring from a corner. For the spectacular way, place the arrow on one of your players standing on the edge of the six-yard box, hold B when the ball is in the air, and watch as your player smacks in an amazing over-head kick. The other method involves the same placement, only this time, tap X for a near-post header. It is more accurate than the over-head kick, so don't use the over-head kick unless you're 5-0 up and want to show off.



DEFENDING

Sliding tackles



Easily the best way to tackle is by doing a massive slidey. The

referees are pretty lenient and they'll often let a sliding tackle from behind go un-noticed. The sliding tackle is the best challenge of all because, chances are, your player will come away with the ball. However it is a bit risky to try a sliding tackle in the area, because the ref will, on occasions, blow his whistle and point to the spot, which isn't the best sort of thing to happen. Sliding tackles are also useful when you're trying to intercept passes. Tap X repeatedly, and your player will slide along the

ground and intercept a flowing passing move.

Standing tackles

Unless the opposing striker is through, you should always stay



on your feet when defending near goal. Run alongside the striker until you're just in front of him, nip across, and take the ball off his feet. Hoof the ball clear.

FINEPOINTS

Formation

Always use a 4-4-2. If you fiddle around and use attacking midfielders or sweepers you'll have no-one attacking or defending the wings. The same goes for playing three at the back or three across midfield. You can play a sweeper system if you play with five across the back, but it's really unnecessary.

UEFA STRIKER

PASSING & SKILLS

Short pass



In the training section, simply pass the ball to those players you can see. Don't try anything fancy, because you'll fail if you make a mistake. The same goes for a short pass in the game. Unlike *SEGA Worldwide Soccer 2000*, you can't use the through-ball constantly. So, use the short pass to build moves until you get into the opposition's penalty area.



Then you can start using those through-balls.

Through-balls

Unlike most footy games, you shouldn't run with the ball when attempting a through-ball. Instead you should hold the ball up. This enables one of your players to make a run into space, and gives you more time. If you run, you'll meet the defender quickly, and you may be tackled. Instead, hold the ball until the defender runs towards you, and press B to pass into space. Use the through-ball



when you're half-way between the centre circle and the penalty area.

Chipping

Instead of trying to draw the defenders, use a chipped through-ball. This is great when there isn't space wide of the defence for your striker to run into. Press the

left trigger and tap B to knock the ball over the top of the defender. Your striker should run onto the ball, and be one-on-one with the keeper. You can use the chip when there is space behind an opposing player. So, if there are big gaps in between the defence and the midfield, chip the ball over the midfielder's head, run onto it, draw a defender out, play it through and have a shot.

Crossing



Use the through-ball to get the ball out wide. Your winger will have plenty of space to run into, and loads of time to cross the ball over once he has run downfield a bit. Cross the ball when you're parallel with the penalty area, and press Shoot to head the ball towards the goal. If you don't fancy crossing the ball, you could try a square through-

FINEPOINTS

As usual, the safest formation is 4-4-2. You won't have any problems if you play with this. However, if you're not comfortable with 4-4-2, you should look at the opposition's set-up, and change your formation accordingly. For example, if they are playing 3-5-2, change your formation to 4-3-3, and get the ball up to your strikers quickly. You'll smother their defence, and you'll have enough defenders to cope with their midfield and two strikers.

As for strategies, don't go for total attack unless you've got nothing to lose. Instead use the counter attack. Apart from that, it's all pretty logical – play total attack if you're 2-0 down with ten minutes to go, change to defence if you're 1-0 up in the final seconds of a vital match.

ball. Your striker will run onto it, and you can have a shot.

Control

You can run with the ball without getting tackled if you hold the left trigger to bring the ball under control when it drops. Then hold the left trigger for close control. When your player runs he won't tap the ball forward, making it tough for defenders to tackle you.

To trick the defence, press the left trigger while running. Your player will stop and hold the ball under his foot. If you want to be fancy, keep holding the left trigger to make your player flick the ball up and control it on his thigh.

Learn the step-over. Run, press the left trigger and let go of the analogue stick.



SCORING

Long shots



You will have practised these in training. If you're running straight at the goal, press Shoot, and move the stick to the left or right to curl the ball into one of the corners. If you're running diagonally towards the goal, shoot and move the stick slightly one way or another to score.

One-on-ones

By far the best way to score is by breaking through defence for a one-on-one with the keeper. Hold onto the ball until the defender tries to tackle you, play a through-ball forward and run onto it. Now you've only got the keeper to beat, press the left



trigger and X. You will dummy a shot, the keeper will dive, and you can run around him and slot the ball into the net.

Volleys



Run to the edge of the area and chip the ball in. The ball will sail over yours and the defenders heads. Press Shoot while the ball is in the air, hold a direction and let go. The ball will fly over the

keeper, and into whichever top corner you selected.

Open goal



You know how to score with an open goal, but you may not know how to make the chance. Firstly, you need to get the ball out wide. Draw a defender and through-ball the ball out wide. Now run for line, cut inside the defender, wait for the keeper to run towards you, pass to the nearest player, and shoot.

Free kicks

There are many ways to score from a free kick and they all involve passing instead of shooting. For example you could try the Argentina-style free kick.

Pass the ball to the player by the wall, and either dummy, shoot or draw the keeper and pass.

This set piece works from all over the pitch. Press B to select a player. Position him near the goal. Chip the ball into him, hold the left trigger to bring it under your control. Now, turn and shoot.

However, if you want to be Beckham for the day, you could just shoot. Position the arrow beyond the post, shoot, and move the analogue stick to curl the ball into the top corner.



DEFENDING

Heading clear



That left trigger proves to be your most useful weapon again here. Don't head a long ball clear if



there are no attackers going for the challenge. Instead, calmly bring it under control with the left trigger. Then, boot the ball clear or make a safe pass to a team mate. However, if an attacker is going for the ball, just



press X to head the ball clear. Press X when you're defending a free kick. Your wall will jump and block a shot.

Sliding tackles

It is better to use the *Virtua*

Striker method of defending than the *SEGA Worldwide Soccer 2000* method. Unless it gets desperate, don't go flying in with the sliding tackles. as the referees are quite strict.

Standing tackle

As in most footy games, all you have to do is run alongside the attacker, then just nip in front of him when the time is right to take the ball off his foot. Or, when the ball is loose, you could hold the left trigger to run automatically towards the ball, and bring it under control.

Don't go for total attack unless you've got nothing left to lose.



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SOULREAPER

Looking absolutely stunning on the Dreamcast, *Soul Reaver* is nevertheless a pig to play through. Or at least it was...

RAZIEL'S CLAN AREA

Move down the passageway through the first door and fight the two Dumahim vampires to open the closed gate. Go through the gate, the doorway to the right leads to a

Warp Gate, and the door to the left then continues on.

Take the passageway to the right and

move through the next door/gate. Find the room with the raised circular platform, climb the stairs, and pull the switch at the top to lower a drawbridge. Cross the drawbridge and follow the passageway along to an outside courtyard. Climb the steps to trigger the puppet show that introduces you to the next **01** Vampire clan, the Melchahim. ▼

TIMECHALLENGE

We reckon that if you don't hang around gawping at the (admittedly splendidly textured) scenery Raziel's area should take less than six minutes.

01 Vampire clan, the Melchahim



MELCHAHIM CLAN AREA

Move through the gate/door and up through the cemetery. In the room to the right, push the stone block to the left to jump up to the passageway to the left. Pass through more of the cemetery and move up either

02 jump across the stone pillars



walkway to enter the building. Go through the gate/door on the left, down the spiral staircase, and then through a Warp Gate room. The next area is outdoors with a large area of water. **02** Jump across the stone pillars to reach the far side of the water and go in the gate/door.

Pass through this crypt room, through the door on the far side, and down the slanted passageway. This leads to a room with a gate to the right. Face the opposite way to the gate, shift to the Spectral Realm, and platforms will come out of the wall enabling Raziel to reach the upper part of this room. At the top of the room use the Portal Plane to shift back to the Material Realm. Push the stone block into the hole to the right of the block to open the

gate here at the top of the room and go through it. In this next room, jump and glide to either of the small moving platforms on the right side of the left wall and ride it downwards. Now cross to the far side of the room and pull the stone block out of the wall. Push the block across the pit in the centre of the room and place it in the hole to the right of the lower gate. Move through the gate, shift to the Spectral Realm, and climb back up to the top of the room.

Move through the doorway where the top gate was, jump to the beam above, and glide to the platform that Raziel did not ride downwards before. Now you can jump and glide to the doorway at the far side of the room. In this next room with the gate, move



03 stack the two blocks on top of each other



the two stone blocks into the two holes in the walls, and the gate will open. Run up the slanted passageway to the outdoors and push the stone block off the cliff. Jump down, **03 stack the two blocks on top of each other**, and push them against the wall to the right of the rightmost pillar. Jump to the top of the blocks and then to the ledge above. Go through the doorway and follow the passageway to another large body of water. Follow the path around

the water to the right and enter the building here.

Follow the long passageway upwards to a large room. Cross to the far side of the room, hit the wall switch to activate the elevator, and ride it downwards. At the bottom, step off the elevator and follow either the left or right passageway. Go through the door at the end of either passageway into a large room with a bunch of gears.

04 Flip the switch on the wall

04 Flip the switch on the wall between the doors



04 find the hole in the wall that is not a dead end



between the doors to push the gears together. Now cross to the opposite side of the room and turn the crank to activate the gears. Go back to the elevator, ride it to the top and hit the floor switch directly in front of the elevator to lower the floor.

Jump in the newly created pit and **05 find the hole in the wall that is not a dead end**. Follow this passageway until it opens up into a bigger room. Now jump to the upper part of

this room and push the four lit blocks on their tracks so they burn the wooden struts in the ceiling above. This will drop the centre part of the ceiling. Move the blocks along their tracks so that a block is against all four corners of this recently dropped ceiling.

The floor will drop again. Now drop down yourself and follow the passage that leads past a now open gate into the Melchiah Boss Room. ▼

MELCHAHIM BOSS FIGHT

01



02



03



DIFFICULTY RATING

Mostly harmless

Defeating the mostly harmless **01** Melchiah requires impaling him with the two side-gates and then smashing him with the masher in the centre of the room.

02 First, go to one of the two side gates in the room then jump up and through one of the windows above the gate to enter a side room. **03** Move to the

04



switch in the side room and activate it, holding it to raise the gate. Wait until Melchiah moves partially through the doorway and release the switch, causing the gate to drop and impale him. Now move to the other side room and repeat the process. After impaling Melchiah with the two gates he will become very weak, only having just one more Pass Through Barriers ability.

04 To finish him off lure him into the centre of the room, within the circular cage, move to the throne area and pull the floor switch to activate the masher, destroying Melchiah. Razel will now receive the Pass Through Barriers ability and can return to any gate and pass through.

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THE PILLARS

On the way out of the Melchahim clan area a voice-over will tell you to go to see Kain. **01**

Return to the big building with all the Clan flags out front, near the Vortex, where Kain can be found. Use the new Pass Through Barriers ability to go through the gate to the right of the building. The next room has a bridge over some water, defeat the two Ronins to open the door on the far side. Now go through the doorway, turn either left or right, follow either passageway to a gate, and shift to the Spectral Realm. Pass through the gate and then find the doorway to the room with the Pillars. Kain will appear, so prepare to fight.

01 Return to the big building with all the Clan flags out front



ZEPHON BOSS FIGHT



DIFFICULTY RATING

A doddle

This is a very easy fight. Kain will appear in certain places around the arena and power-up the Soul Reaver to shoot at Raziel. When he appears, get to him very quickly and just keep attacking until he disappears. You must attack him three times in order to finish the fight completely. Kain will break the Soul Reaver over Raziel's head and then disappear. At this point you should switch to the Spectral Realm and pick up the Soul Reaver. Ariel will appear at this point to talk to you. She will tell you to head for the Silenced Cathedral. Always remember that you can return to the Pillars for more information from Ariel any time you like and, of course, to stock up on more Health and Glyph energy. To leave this room, simply open the main door by swinging the Soul Reaver at it.

SILENCED CATHEDRAL ZEPHON CLAN AREA

Leave the Pillars the way you came in and move back to the training area where you came across the first Portal Plane. Take the pathway that leads to a gate and pass through it in the Spectral Realm. Follow the path past the gate to the Cathedral moat. To the right is the bridge

that leads to the front door. Swing the Soul Reaver at the door to open it, shift to Spectral and pass through the gate beyond the door. Move to the right, use the Portal Plane to shift back to Material, then move to the passageway on the left. Follow this and pass through the next gate in Spectral.

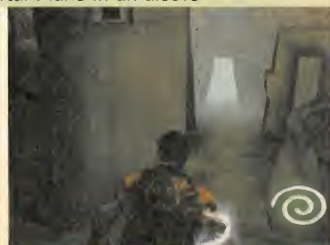
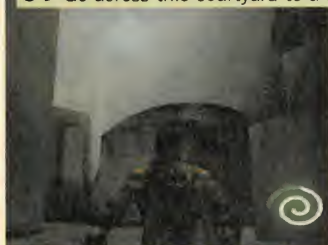
01 Go across this courtyard to a

Portal Plane in an alcove and shift to the Material.

Move back to the gate and you'll find large platform steps to the left of it, use them to climb to the rooftop. Turn to the right and glide to the doorway. Don't follow this passageway, instead, glide to the rooftop platform on the right. Jump up and climb to the higher rooftop platform connected to the one Raziel is on. Turn around and glide to the main entrance of the Cathedral and go in. Go through the passageway, drop down into a room with the first Zephonim Vampire and climb up the other side. Follow the next passageway to a large room with a central pit and pipes branching out from the pit.

Shift to Spectral, climb the far left pipe to the platform with the portal plane and shift to the Material Realm. Jump up to the platform above and follow the platforms around the top of the room to a ledge near a doorway. Move past the doorway to the right, along the ledge to a wall switch and activate it. Go past the switch, through the doorway at the end of the ledge, and into the passageway. Move along the passageway to a gate and pass through it in Spectral. Find the portal plane in the corner of the room and shift back to the Material Realm. Use the blocks in this room to complete the pictures on the walls, each block has a picture on one side. This will

01 Go across this courtyard to a Portal Plane in an alcove



01 arrange the blocks in the alcoves so they form a conduit with the pipes



push out a platform in the passageway you passed on the way to the switch.

Go back through the gate, move up the passageway, and go down the passageway you first passed in the main room. At the end will be a switch on the wall. Activate it and return to the main room. Step on each of the platforms that were lowered with the switches to turn on the air in the pit below. Jump into the pit and spread Raziel's wings to float upwards. At the top of the shaft,

glide through the higher, smaller opening. There will be a large bell straight ahead and a passageway leading to the left and to the right. Take the turn to the right and follow it upwards to a door on the left, go through it to a gate. Shift to Spectral and go through.

Find the Portal Plane in the corner of the room and shift to the Material Realm. In this room there will be three alcoves with pipes jutting out and six blocks with holes in them. You must **01** arrange the blocks in the alcoves so

they form a conduit with the pipes. Go out through the gate, return to the area with the bell, and go down the opposite passageway from where you just came. Go through the door on the right to another gate, shift to Spectral and go through it. In this room use the Portal Plane to shift to Material and push the stacked blocks to the ledge where the portal plane was. Jump on to the ledge and push the blocks down so they are no longer stacked. This puzzle is very similar to the

02 run to the shaft of air

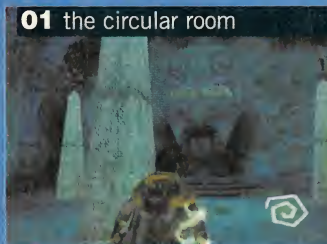


last and involves placing the blocks into the holes in the walls to form a conduit with the pipes in the holes. After solving this, return to the bell. Ring the bell, **02** run to the shaft of air, and glide directly across to the opening on the opposite side. Run forward into the passageway and ring the second bell. This will shatter a glass panel by the first block puzzle room.

Now make your way back to the passageway that leads to the first block puzzle and activate the bellow switch on the pipe next to the wall. This opens a timed door by the second bell. Shift to Spectral to stop time, move through where the glass panel used to be, and then through the timed door. After finding a Portal Plane further ahead come back to this room and turn the knob on the right wall to lock the door open. Move through the doorway across from the door you came through and into a tall room. Walk along the pipe that leads upwards along the walls toward the passageway at the top of the room. Move along the passage until you reach a split, turn left. The passage will split to ▶

GLYPHON GUIDE

01 the circular room



Force Glyph

After defeating Melchiah and receiving the Pass Through Barriers ability, you can go after the Force Glyph. After entering the Melchiah clan building by the cemetery, go down the spiral staircase and past the warp gate room to the first outdoor area. Jump into the water and take the underwater passage to the right. At the end of the passage, it

opens up into a lake-like area. Follow the left wall to a gate and pass through it in Spectral. Move up past the gate to a portal plane and shift to Material. Move forward into **01** the circular room with three pillars. Stand next to each pillar and push them over so they fall into a Force Glyph symbol on the floor. The Force Glyph is yours.

Stone Glyph

After defeating Zephon and

02 a climbable wall



receiving the Wall Climbing ability, you can go after the Stone Glyph. After entering the Melchiah clan building by the cemetery, go down the spiral staircase, and past the warp gate room to the first outdoor area. Jump into the water and take the underwater passageway to the left. At the end of the passage, use the ledges to climb out of the water and shift to Material with the Portal Plane here. Climb the wall directly behind the Portal Plane to the ledge above. Follow the passageway past the ledge to an outdoor area and move to a giant skull. Jump through the left eye of the skull and follow the passageway to **02** a climbable wall. Climb up the wall to the ledge above and then climb the wall on the right. At the top of

the wall is a thin wooden platform in the air, jump on to it and then to the ledge on the left. Turn Raziel away from the wall and shift to the Spectral. A second thin wooden platform will lower, jump on to it. Walk along it to the ledge above, turn to the left and there will be a third platform. Jump on this and follow it until it ends. Jump down to a ledge with a Portal Plane.

Shift to Material and jump back on to the wooden platform above. Directly above the end of this wooden platform is a fourth wooden platform, jump and climb up on to it. Move across this platform to a small set of stairs and climb them to a thin wooden platform above. Follow the platform and then jump to the next ledge. When you

► the left and right. Both passageways lead to a red gate. Shift to Spectral, pass through the gate and shift to Material with the Portal Plane on the other side.

The passage will immediately split; take the left turn first. At the end of this passageway is a room with three lids on the ground. The camera will be zoomed out, open the two lids closest to the camera. Now go back to the split and take the right passageway. This will lead to another room with three lids on the ground with the camera zoomed out. Open the two lids farthest from the camera and then move back to the gate. Pass through the gate in Spectral. See

four knobs on the ground? Move along either passageway to a Portal Plane, shift to Material and return to the four knobs. Stand next to each knob and turn it to activate the tall air shaft behind the knobs. Jump into the air shaft and glide upwards. There will be two incomplete pipes on the walls; complete them by pushing the upright pipe segments into place. Now go through the passageway at the top of the shaft.

Enter the room at the end of the passageway, turn to the right, and twist the two knobs on the ground. This will open up a doorway at the top of the room. Remember this room and the three pipes you can see across

from the doorway as you will need to come back for the boss.

Use the platforms on the walls to reach the doorway at the top of the room and go through it. Pass through the gate at the end and jump down into the next room. Use the Portal Plane to shift to Material and turn the wheel switch opposite where the Portal Plane was. Climb up the pipe staircase to the doorway and go through. Pass through the gate, into the next room and shift to Material. Climb along the pipes on the walls to the top of the room and enter the doorway.

In the next room there's a wheel switch and a block. Pull the block away from the wall (some

platforms will fall) and push it under the wheel switch. Activate the wheel switch by standing on the block. Use the fallen platforms where the block was to reach the doorway above. Go through the doorway and into the other room. Use the pipes along the walls to reach the incomplete upright pipe piece, push it into place. Now use the pipes to climb higher, find and activate the wheel switch on the wall.

It's time to fight the boss. Go back to the room with the three pipes in the wall. Jump to the pipes and glide upwards to the passageway above. Follow it, there will be a warp gate on the right before you reach the boss' room.

ZEPHON BOSS FIGHT

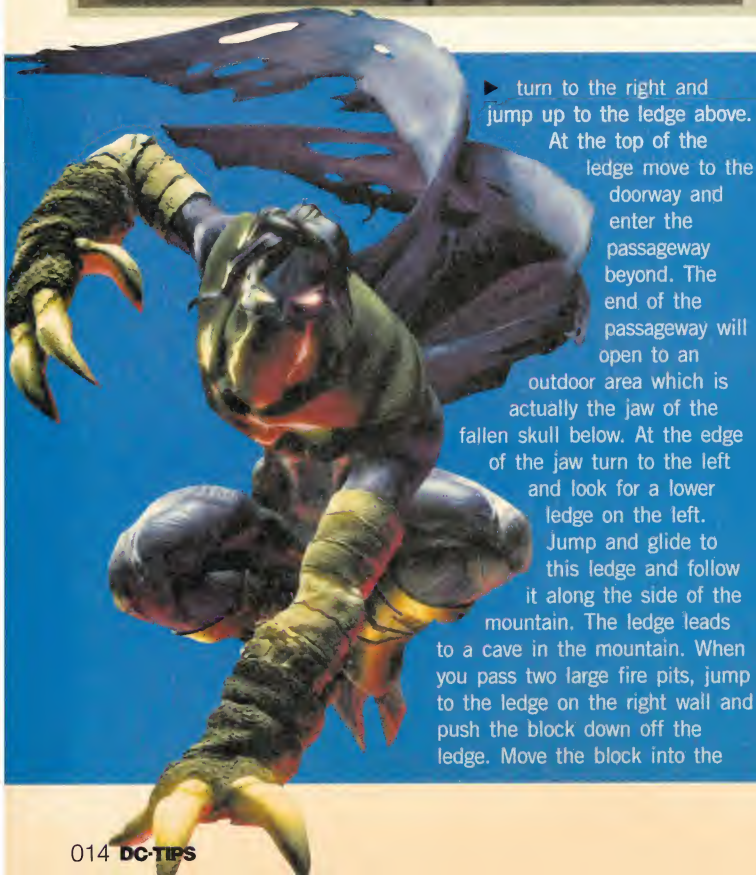
DIFFICULTY RATING

Troublesome



Move close enough so he will try to stab you **02** with his legs. When a leg gets stuck in the ground, attack the leg. This will make **01** Zephon lay an egg. **03** Grab the egg and run to the entrance where a fallen hunter has a flame-thrower burning and pass the egg over the fire. Run towards Zephon, go into Look Around mode and throw the

burning egg at his head. Keep doing this until he is destroyed (three eggs). If you kill all his legs and you need more eggs, just slash his egg sack to release one. Shift back into spectral, pass into either of the two side passages to find soul generators to replenish your health. Wall Crawling ability is your.



► turn to the right and jump up to the ledge above. At the top of the ledge move to the doorway and enter the passageway beyond. The end of the passageway will open to an outdoor area which is actually the jaw of the fallen skull below. At the edge of the jaw turn to the left and look for a lower ledge on the left. Jump and glide to this ledge and follow it along the side of the mountain. The ledge leads to a cave in the mountain. When you pass two large fire pits, jump to the ledge on the right wall and push the block down off the ledge. Move the block into the

next room. This is the Stone Glyph room. To solve this puzzle you must complete the mural along the walls in this room by pushing blocks into the holes in the walls and matching up the mural. There are six blocks with pictures on them and a few extra blocks. Most of the blocks are in the next room that can be reached from the passageways along the walls. Use extra blocks to get the picture blocks off the raised platform in the adjoining room. Once all six blocks are placed in the correct holes and the mural is complete, you will receive the Stone Glyph.

Sound Glyph

Return to the first lowest air shaft in the Silenced Cathedral. Move through the corridor at the bottom of the air shaft until you reach a small pit on the right side with a climbable wall at the edge of the



pit. Climb up the wall, break the glass at the top with the Force Projectile and enter the passage at the top. At the end is a gate, shift to Spectral and pass through it. At the far side of the next room, find the Portal Plane and shift to Material. Grab the bone-like stick on the wall behind the plane portal and move back to the gate where you entered the room. Use Wall Climb to get the ledge above. Now go into Look-around mode and throw the bone stick into the alcove to the left next to the first pillar in this

TOMB OF SERAFAN

Lind your way back to the Pillars where you first met Kain. Use Wall Crawl on the stone pillar to the right of the entrance to reach the ledge circling the inside of the dome. Follow it until you reach two doors. Both doors go to the same outside courtyard, go through one and jump down when the passage ends. There's only one way out of the courtyard,

go into it and keep going until you reach the entrance to **01 the Tomb of Serafan**. To the left of the Tomb are some cliffs that lead to a Warp Gate. Enter the Tomb through the main entrance in Spectral and go down the corridor until you come to a dead end near a Portal Plane. Shift to the Material Realm, **02 pull the stone block** out of the wall, and Raziel will enter the main Tomb room.

Shift to Spectral and the floor will drop out below Raziel. After falling down, move forward and pass through the gate into a room with water and a square platform. Jump to the centre platform, then jump to the alcove on the left with the Portal Plane, and shift to Material. The Morlock mini-boss will now appear in the centre. ▶

01 the Tomb of Serafan



02 pull the stone block



room. Shift to Spectral and jump and **01 glide to the first pillar**. At the top of the first pillar, use the Portal Plane to shift to Material and then jump to the alcove on the left and retrieve the bone stick. Jump back to the pillar and turn to the left. Jump and glide to the next two pillars, crouch there and set down the bone stick. Use the Force Projectile to break the stained-glass window, pick up the bone stick and throw it into the passageway which lies beyond the third pillar. Shift to Spectral, jump into the passage where you threw the bone stick and use the Portal Plane here to shift back to Material. Pick up the bone stick, continue down the passage to a room with a bell. Hit the bell with the bone stick.

Water Glyph

After you have defeated Rahab and received the Swimming

ability, you can go after the Water Glyph. Return to the cliffs where the Vortex lies. Move across the

02 a small wooden door



Bridge, jump and glide to the platform across the Vortex and turn to the left. Now jump to the passage on the left and follow it along, then jump into the water at the end of the passage. Swim through until it opens up to a larger area and swim to the surface. Get out of the water and look for **02 a small wooden door** in the rock wall. Enter the door and go up the stairs. At the top of the stairs pull the two blocks

MORLOCK BOSS FIGHT

DIFFICULTY RATING

Very easy

Jump to the centre of the arena where the Morlock is already waiting for you. Get close enough to him to auto-face. Just continuously slash and dodge the Morlock until he is in a bit of a waver state. Then pick him up and throw him into the water surrounding the centre platform. That will be the end of him, it's as easy as that.

Defeating the Morlock boss will give Raziel the Force Projectile ability. That done, it's onto the next task.



out of the wall and stack them on top of each other to get to the ledge at the top of the left wall. This leads to an opening on the right. Jump and glide over the water to the opening directly across from you. You are now in the Human City. Move forward and jump into the water. Swim to the gate underwater, shift to Spectral and pass through the gate. Use the portal plane to shift back to material and swim up the pipe. At the top of the pipe, it will open up to a circular room,

find the hole in the wall and swim into it. Swim through this pipe until it opens to a small room, turn to the left and swim through this pipe. It will end in a square room, swim to the surface and jump out of the water to the right. Move up the stairs to the room with a statue, this is where the Water Glyph will appear after you complete the puzzle. Go through the doorway to the right of the statue and up two sets of stairs. In the room at the top of the stairs, jump across the water, move directly to the wall and, where the stone block is out of the wall, push the block down into the water. Now move it off to the right and in to the lower room with a hole in the centre of the floor. Push the block into the hole in the floor now and the room will start to fill up with water. Return to the room with the statue for the Water

01 shoot the block



02 a fence surrounding a stone block



TOMB OF SERAFAN CONTINUED

After defeating the Morlock boss, use the Force Projectile to **01 shoot the block** on one side of this room. Now shoot it a second time and it will fall, making a doorway for Raziel. Enter the next room, turn left, and walk down into the water, shifting back to the Spectral

Realm. Go forward through the water, the path will slope back up and out of the water. Follow it up to a portal plane on a platform in the water Raziel just came out of and switch to the Material Realm.

Jump across the water, move to the wall ahead and climb up the wall to the ledge above. At the top, turn around and glide to

the pillar above the water to the left. Now use the Force Projectile to knock the stone block off the top of the next pillar and glide to it. Then glide to the ledge with the staircase and enter the door at the top of the staircase. Turn to the right, follow the passageway to a gate, shift to Spectral and pass through it. Keep moving until you

come to a room with **02 a fence surrounding a stone block**. Use the force projectile to push the stone block against the far wall, shift to the Spectral Realm, and pass through the fence. Jump from the block to the opening above and follow the passage to a ledge above some water with a boat in it: The Drowned Abbey.

DROWNED ABBEY: RAHABIM AREA



Glide to the boat that is floating in the water from the ledge above it. Move to the highest part of it (on the far right-hand side) and shift to the Spectral Realm. Jump over to the ledge, enter the passageway that leads to a room with two doors. The right door goes to a Warp Gate, so go through the door to the left. Run down the hallway and use the Soul Reaver to open the **01 sliding set of double doors**. At the ledge past the doors, glide to the Pillar sticking up out of the water to the right. Follow the water around the centre building to the right jumping on pillars and ledges until you reach a doorway.

Go through the doorway and then through the door beyond. Follow the passageway beyond the door to a room with water below. Move forward to the passageway opposite where you came in and open the door there. Move to the next door and go through it.

The next room will have water in the centre with pillars sticking up out of the water. Glide across from pillar to pillar until you get to the far side of the room and then go through the doorway. This leads to another door; go through this door and follow the passageway until it goes underwater. Go on to **02 an underwater room** with a chequered floor, turn to the right and follow the wall to the corner of the room. At the corner turn to the left and notice that a small ledge is sticking out from the wall above you. Jump to this ledge and then to the ledge above, just out of the water. Use the Portal Plane here to shift back to the Material Realm and climb the wall to the ledge above. Turn around and jump across the rafters to the far side and enter the door to the left of the last rafter.

Follow the passageway to a stained-glass window and break it

with the Force Projectile. When you get outside, jump across the stone ledges to the **03 circular building in the centre** of the water. Move to the right-hand side of the building and glide to the bell tower. Jump up and pull the chain to ring the bell. Go down the circular stairs and, when you get to the bottom, climb the next staircase to visit Rahab's room.

02 an underwater room



03 circular building in the centre



01 sliding set of double doors



RAHAB BOSS FIGHT

DIFFICULTY RATING

No problem

01


After entering the circular chamber in the Spectral Realm you should jump up the pillar staircase to the highest pillar. Once there, shift to the Material Realm. Rahab will appear at this point, swimming in the water below Raziel. To defeat him you must shoot out all eight circular windows along the walls of the room with the Force Projectile or Soul Reaper Projectile. At this moment in time the boss does very little damage to you at all, but stay out of the water or Raziel will revert back to Spectral. Defeating Rahab will give Raziel the Swimming Ability.



DROWNED ABBEY: RAHABIM CLAN CONTINUED

01 alcoves, find the one that leads out


After defeating Rahab, leave the bell tower and go back to the underwater room inside the Abbey (the one with the chequered floor). Now you can swim, find the wooden door on the side of the circular platform and break it open with the Force Projectile. Swim down the spiral staircase and at the bottom turn left and follow the right-hand wall. The exit is three windows

past the opening with a staircase leading downwards, go through it. Swim through to a tall circular room and on through the next. Now, in a bigger room with a bunch of **01 alcoves**, find the one that leads out and follow it. You'll reach the room where you met the first Vampire Wraith, swim up the steps to the left and you're out of the water. Go back to the cliffs at the Vortex to enter the Ash Village.



ASH VILLAGE: DUMAHIM CLAN AREA

Move to the far side of the Vortex and jump into the water. Swim up to the surface and do a crouch boost out of the water and on to **01 the ledge above that was not accessible before**. Follow the passageway until you reach an outside area where it is snowing. Move through the stone archway and continue forward a little way to a large pillar on the right side. Climb the pillar to the top and glide across the area below to the wall on the far side of the canyon. Jump down into the courtyard and you are in the Ash Village. Move forward to the first set of doors and go through them. In the next courtyard, shift to the Spectral Plane and pass through the gate. Move forward, pass through the next gate, then move around the fenced-in courtyard to find the Portal Plane on the far side of the room.

01 the ledge above that wasn't accessible before


THIS GUIDE CONCLUDES IN
DC-TIPS
 ISSUE 01 ON SALE
 29/02/00

POWER STONE

Beneath the frenzied surface of the mad smack-a-thon that is *Power Stone* lies a surprising amount of technical finesse – along with several secrets...

FINEPOINTS

Health

You start off with five bars and, as you roll with the punches, your strength will reduce. There's extra health to be found along the way though, in the shape of apples or cake – look for them in the chests.

FINEPOINTS

Interaction

Keep an eye out for the finer points on each of the stages, as there's plenty to interact with. Good examples include poles, crates, roofs, tables and conveyor belts.

FINEPOINTS

Stone grid

You can't see all of the stage at any one point, so you'll need to keep an eye on this gauge here to keep you informed on the whereabouts of any stray Stones.

HOW IT WORKS



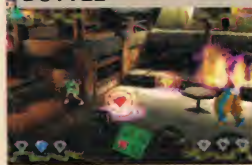
FINEPOINTS WEAPONS

BOMB



Not worth bothering with. They come in two sizes and, to be frank, there are much better weapons lying around.

BOTTLE



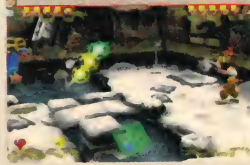
The perfect Molotov Cocktail. A good short-range weapon, but it only really does a small amount of damage.

PIPE



The pipe is slow and cumbersome, it's yet another weapon that is definitely best avoided totally.

GUN



A decent enough weapon for six shots and a pretty easy way to remove a Stone from your foe.

FLAME-THROWER



One of the best by far. There's a plentiful reservoir of petrol and it's a difficult weapon to avoid if it's aimed at you.

An easy game you say? Hmm maybe... But there's a lot more to *Power Stone* than beautifully-crafted graphics and frantic arcade gameplay. Success in the game requires skill. Skill that's taken years of practise, as each rough edge is finely smoothed and every move is tuned to perfection.

Alternatively, you can always take the easy way out, now that we've done all the dirty work for you. Heard of the bonus VMU games? All three are revealed, as are the four extra weapons, three hidden characters, ten movie endings and two extra options. That's a lot of game for your money. Do you still think it's easy?



FINEPOINTS

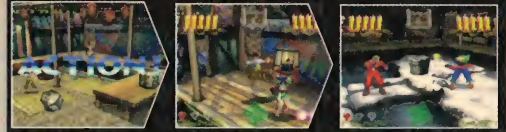
Power Stones

Collect the stones and they'll appear in these sections. Collect all three and you transform in the Power Change mode. You and your opponent both start with one Stone each and a third (Yellow) appears in a random spot shortly after.

TECHNIQUE

Attacks

Try to get the first attack in early at the start. Your opponent will lose a Stone which, if collected, just leaves you with the problem of getting into the right location for the Yellow stone for a nice early power-up.



Flying kick

The flying kick is one of the best moves in the game. You won't knock off a huge amount of health, but you will relieve your opponent of one of their Stones – if they're carrying any. Get about three or four character lengths away from your adversary and try to catch them unawares while they're chasing after a weapon or another Stone.



GENERAL TIPS

- Watch out for the smaller, faster characters like Ayame. Their speed here – more than most beat 'em ups – will work to their advantage. Try to use a similar-matched character and you should be on equal terms.
- The computer-controlled opponents are often useless at collecting Stones that are on a different level, so don't give up trying to collect one too easily, just because your enemy's closer to it than you.
- If you keep getting stuffed with one character, then simply choose a different one on the next continue. A change is as good as a rest... Or something.
- The Yellow Stone is the one that appears at random, so get to know the various spots that it can materialise from and be prepared for all eventualities.
- The best weapons are the sword and the flame-thrower. We'd ignore most of the others, to be honest.
- You have to complete the game with all the characters to unlock every secret but, if you're having trouble with one of the weaker fighters, go all the way through to the last boss with a stronger one. Now die, choose the required character for the new ending and beat the simple final boss.
- One sneaky way to avoid attacks is to just keep jumping. It doesn't make for an interesting game, but it keeps you alive.

YOUR GUIDE TO THE GUIDE

The basics

18

Introduction, technique, weapons and general tips.

Characters

20

Study the special moves of all the characters, learn their strengths (and weaknesses) so you can win every time, whichever character you select.

Extras

22

Learn what bits of the in-game scenery you can use to your advantage and what sort of damage the extra weapons can do. Get the gen on Power Stones, characters, and polish up your multi-player skills. You'll never have problems beating your mate.



SWORD

Brilliant, mainly because it's useful for long-range attacks.



BAZOOKA

Another fine weapon and one of the few you can fire off to different levels.



HAMMER

This one really does slow you down, but it does the job when you get there.

THE CHARACTERS

Falcon

Good, fast and fairly strong. The Brit boy comes good with a decent series of moves and some powerful combos.

Best move: Power Rocket – Jump + Punch
Launches a battalion of homing missiles on your opponent for a devastating attack. A good way to finish a round.



Stage: Londo

Watch out for the cafe area, as the computer loves standing behind the tables and chairs and throwing the lot at you. The best spot to head for is the canopy above them, as a chest will appear here and you're not far away from one of the more common spots for the Yellow Stone to appear.



Ryoma

With his sword, Ryoma has the advantage of a long-range attack, but his surprising lack of strength doesn't make him popular.

Best move: Midare Zantou – Jump + Punch

One of the better distance attacks. You're almost certainly

guaranteed a ten-hit combo, as the sparks fly.

Stage: Mutsu

A small, fairly dull area. The pillars in the middle of the icy pools can be picked up and lobbed. But do watch out for Stones getting stuck on the roof of the building.

Galuda

Large doesn't always equal best and that's certainly true in *Power Stone*. Galuda may be strong, but his lack of speed makes him

more of a hindrance than a help.

Best move: Light Of Judgement – Punch

Foregoing the Power Fusion moves, we reckon you should opt

for the basic Punch move. Once Power Changed, it transforms into an excellent (and very powerful) attack move.

Stage: Dullstown

Not quite as tedious as it sounds. There's a series of barrels on the right which can be unleashed, and there are plenty of chairs to whizz across the floor.



Rouge

Her speed and long-distance flame attacks make Rouge a popular choice. She's obviously weaker than some of the male characters, but her versatility more than makes up for that.

Best move: Secret Heaven – Jump + Kick

Removes 1.5 bars of energy in

one go. You'll need to be fairly close to get this one to work, but you can move around to line up your foe with the hearts.

Stage: Mahdad

The poles in the centre are great for launching spin attacks from. Also, there's enough space on the upper level to dodge attacks when your enemy Power Changes.



Jack

The misfit of the bunch. Crawls along the ground with knives at the ready and an impressive Dhalism-style long-arm punch. Original he may be, but he's also very weak.

Best move: Misery Rain – Jump + Kick

Another move that relies, to

some extent, on your enemy staying roughly in the same spot when you execute it... But it has devastating effect.

Stage: Manches

Small, with a useful pole in the middle. It's not until you smash through the glass windows that the full size and usefulness of the stage opens up.

Gunrock

Only choose this character if you're craving a challenge or have mastered all the others. He's strong, but far too big and slow. Never pick him if your opponent is female – you won't stand a chance.

Best move: Rock 'n' Roll – Jump + Punch



The best of a bad punch. After transforming, Gunrock rolls across the floor to stomp over his victim. You can control him as he rolls, so it's hard to avoid.

Stage: Dawnbolta

Watch out for the vent in the middle of the room and the spikes on the far side. The huge fan can also snag you.



Ayame

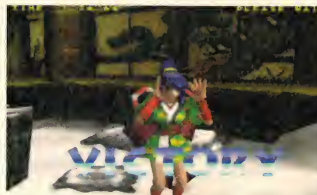
A tricky character to play against and the perfect one to choose if you like fast and frantic games.



Weak yes, but oh so fast.

Best move: Hundred Flower Bloom – Jump + Punch

Very difficult to avoid. This move



Wangtang

A DC-TIPS favourite, as it appears that Wangtang has the perfect balance of speed, strength and agility to win against any opponent. He also possesses some powerful moves in the Power Change state.

Best move: Dragon Fang Bomb – Punch



Excellent. When you Power Change, you should be able to get a few of these in before you transform back.

Stage: Tong An

An extremely cluttered stage. Working your way through the chairs and tables won't be easy. Smash up a load of them as soon as possible.

sends out dozens of Shuriken that home in on the other fighter.

Stage: Oedo

Take care to avoid the collapsing

barriers around the edges of the battle arena. And be sure to use the poles in the middle if you need an extra attack.



EXTRA CHARACTERS

Kraken

Moderate strength and slow speed make this boss little more than a novelty factor.

Best move: Jump Kick – Jump + Kick



The humble Jump/Kick move, given Kraken's clawed hand, gives you a reach and strength equal to no other.

Stage: Skullhaven

Rather cramped, really. There's a swinging blade at the back to avoid and three cannons to the left, which also have to be noted. Stick to the higher levels and you'll be fine.

Where found: Complete the game with all eight characters and he becomes selectable.



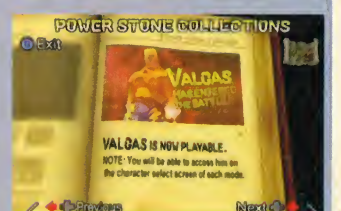
Valgas

Incredibly strong and large, but he's not as slow as Gunrock or Galuda. He also has some incredibly tasty moves.

Best move: Electro Storm – Jump + Kick

There's a wide range to this move, so it's difficult to avoid. Done well, you should be easily able to rack up a 14-hit combo and remove a large chunk of energy into the bargain.

Stage: Avalon Island
Sparse is the keyword here.



There's little to throw or climb up on, so there's plenty of space for avoiding attacks and pouncing on those loose.

Where found: Complete game with Kraken at the end.

USING SCENERY

Power Stone is a unique beat 'em up, in that there are usually plenty of objects and scenery in your fighting location that you can interact with. Here are some pointers to get you started.

- Most of the stages have poles to swing on. After you've circled around them a few times, then you can fly in the direction of your hapless victim.
- Pressing the X button when you're stood next to a crate or box causes it to fly along the ground towards your opponent – a great sneaky attack.
- On most of the stages, you can also climb up the walls – this is done by jumping on to the wall and pressing Jump

again. This gives you the obvious advantage of having a decent amount of height over the other fighter – so just drop down with a flying kick.



THE EXTRA WEAPONS

The first four spaces in the *Power Stone* Collection are given over to extra weapons to use in the game. They're found in the chests, along with the rest and here's how to access them.



Nyoi boi

This stick extends to attack your opponent, releasing a Stone. It's very fast, deadly accurate and is one of the easiest ways to collect Stones. **Where found:** Complete the game once with any character.

Machine gun

The best weapon in the game. After collecting, use it when the other player's quite far away, and you should be able to take off most of their energy.

Where found: Complete the game twice with any two different characters.



Ray gun

Better than the hand gun, as you have a much wider range. Again, try to catch your opponent in the stream and they're done for.

Where found: Complete the game three times with any three different characters.

Power shield

The power shield is best saved for when your enemy has undergone a Power Change – you'll almost definitely need it then.

Where found: Complete the game four times with any four different characters.



THE POWER STONES

For the one-player game, this is the most interesting section. Each time you complete the game you are given one of 15 pages. Complete the game with all ten characters and you're almost there, as success in the VMU games is the only way to fully complete the game.



Page one – nyoi boi

Complete the game with any one character and you're granted the nyoi boi staff.



Page two – machine gun

Do it twice (with a different character each time) and you'll get the machine gun.



Page three – ray gun

The ray gun is your reward for completing the game with any three fighters.



Page four – power shield

The fourth time you complete the game with different characters you get the power shield.



Page five – virtual battle

Complete the game with Kraken and this mode opens up. Basically, it's the same game, only the camera is permanently in third-person perspective.



Page six – dual battle

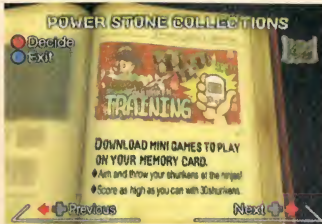
A much better one. Much like the Virtual Battle mode to the left here, only with a split-screen two-player game.



Page seven –

Falcon's aerial adventure

Complete the game with five separate characters to unlock this, the first of the three mini VMU games. Get a combined score of over 1,000 points on them and you'll unlock Page 13.



Page eight – Ayome's shuriken training

The second mini-game and completing the game with six fighters unlocks this one. Incidentally, if you have the stamina to go for a score of 2,000 points or more, then Page 15 is yours.



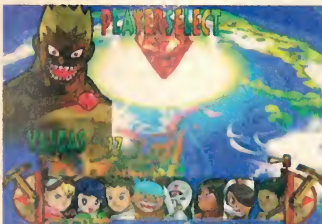
Page nine – Gunrock's gun slots

It's a simple (and slightly dull) fruit machine and yours for seven completions. It is fairly simple to rack up those points on this game, as long as you're prepared to gamble.



Page ten – play as Kraken

To unlock Kraken – the first boss – you have to complete the game with all eight of the original characters (pictured above). No-one ever said it was easy though.



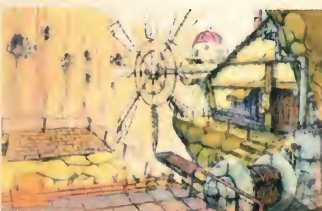
Page 11 – play as Valgas

Beat the Arcade mode playing as Kraken, and this attractive chap is all yours to play with.



Page 12 – play as Final Valgas

Beat the game with normal Valgas, on difficulty eight. You can only play as him in a two-player game.



Page 13 – scrap book

Get a collective score of 1,000 points on the VMU games and receive this collection of sketches.

Page 15 – sound test

If you want to be able to play all the tunes and samples from the game – and let's face it you're something of a completist to have gotten this far in the first place – get a total score of 2,000 points or more from the VMU games, and the option is all yours. Feel free to squeaaal he-YAAAAAH! and clang your way through those dark lonely night-time hours.



Page 14 – movie theatre

This feature is available from the start of the game. The special endings of the characters are all stored here so you can view them at a later date.

MULTI-PLAYER TIPS

- Combos are always a sure-fire way to success, and the quicker you learn them, the more likely it will be that your mate will be completely clueless as to your tactics – especially if you follow up a blistering combo with a jaw-dropping expression and a suitable phrase – something like 'Blimey! How did I do that?' generally works.

- Don't pick up a weapon just because it's there. Pipes and bombs are little more than useless and the time wasted trying to collect and use them makes you a sitting duck.

- Remember that almost any wall or piece of furniture can be climbed upon or used in battle. This is especially handy, of

course, if you neglect to tell your opponent this.

- The Dual Virtual mode (unlocked after completing the game with Valgas) is a decent novelty game, but it's much harder to locate the Stones here.

- An early attack is the key to grabbing the Stones. As soon as

the bell goes, launch in with a flying kick or use the X button to slide in a chair or table.

- To taunt your defeated opponent further, you can manipulate the camera during the victory animations using the following: A – zooms in; B – zooms out. Joypad around character

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